

Gwen Ruelle & Sam Bryant

FIRE TOWER™

FIGHT FIRE WITH FIRE



2 - 4 Players



14+



15 - 30 min.

Smoke rises on the horizon. A fire rages somewhere in the heart of the forest. From the height of a fire tower, you command the efforts to defend your tower and take down your opponents. With each turn, the inferno grows. Harness the power of the wind to push the blaze towards the other towers, clear tracts of land to fortify your position, hinder the plans of your opponents with torrents of water, and unleash an arsenal of fire cards upon your foes. Each card has a unique pattern with its own tactical advantage. You must effectively direct the resources in your hand and use sound spatial planning to deploy them.

Fire Tower is a fast-paced, fiercely competitive game with hand management and tactical pattern laying. Prepare for a unique experience, a relentless battle for survival packed with shocking reversals and exhilarating victories.

**RUNAWAY
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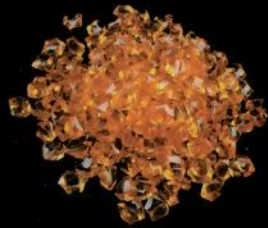
Artwork by **Kevin Ruelle**

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For a video on how to play Fire Tower and more, visit www.runawayparade.com

WARNING: CHOKING HAZARD—Small parts. Not for children under 3 years.
WARNING: Do not imitate game play elements in real life. Fire is dangerous. Don't play with fire.

IN THE BOX



135 Fire Gems
(orange, stored in printed cloth bag)



Weathervane (double-sided)
Choose preferred side and align with the directions shown on the board.



52 Action Cards
14 Fire Cards, 16 Wind Cards,
12 Water Cards, 10 Firebreak Cards



Flame and Arrow Wind Markers
Choose one to mark the wind direction.



Wind Die
(eight-sided)



24 Firebreak Tokens
(purple)



3 Event Cards
Firestorm, Mutual Aid,
Shadow of the Wood

Champion of the Wood
Earn this card when you win a game.



4 Bucket/Reckless Abandon Cards
Place one (bucket-side up) in front of each player.

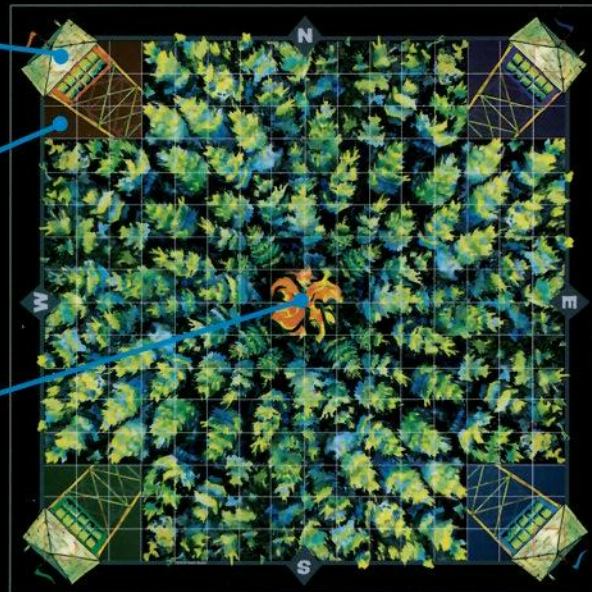


3 Tower Ablaze Cards
Place on burned towers.

You are here!
Protect this space.
When an opponent places a fire gem on this square (back corner, orange border) your tower is burned and you are removed from play.

Fire Tower Area
This grid of nine colored squares makes up your Fire Tower Area. Firebreaks cannot be built here, and only Buckets can remove fire gems within this area.

Eternal Flame
The fire originates and expands from these four spaces. These spaces cannot be extinguished and firebreaks cannot be built on them.



1 Quad-fold Game Board

IMPORTANT TERM

Orthogonally Adjacent: This means touching along one of the four sides (up, down, left, or right, but never diagonal). In the image (right), only the blue spaces are orthogonally adjacent to the fire gem shown.



SET UP

- Place the board within easy reach of all players. Choose which fire tower is yours based on where you are sitting. In a two player game, choose the tower diagonally opposite your opponent.
- Separate the fire gems (orange) and firebreak tokens (purple) into two piles next to the board. These components aren't meant to be limited. If you run out, substitute with anything on hand.
- Place the weathervane next to the board and align the directions on the weathervane (N, E, S, W) with the directions on the board.
- Place one Bucket/Reckless Abandon card in front of each player (bucket-side up). Remove any remaining Bucket cards from the game.
- Remove the three starred Event cards (Firestorm, Mutual Aid, and Shadow of the Wood) and Champion of the Wood from the deck. To include Mutual Aid and/or Shadow of the Wood, see p. 6. To include Champion of the Wood, see p. 7.
- Shuffle the Action cards and deal five cards to each player, face down. Players may look at their own cards but should not show them to other players. Cut the Firestorm back into the deck and place the deck face down next to the board to form the draw pile. (If you reach the end of the draw pile during the game, shuffle the discard pile to create the new draw pile.)
- Roll the die to determine the wind direction and starting player. Place your preferred wind marker on the corresponding direction on the weathervane. The wind is now blowing in this direction. **Please note: For the rest of the game, the wind direction is changed by playing wind cards. Do not roll the die at the beginning of each turn.** The player whose tower is closest to the starting wind direction takes the first turn. If the wind is blowing towards two players, the player with the wind direction to their left goes first (e.g. if the starting wind direction is west in a four player game, the player with the green tower starts).

OBJECTIVE

The last tower standing wins the game! Burn opponents' fire towers by placing a fire gem on the back corner square (outlined in orange) on the roof of their tower. Each of your opponents' towers must be burned to win the game.

For four players looking for an alternative to player elimination, see Team Variant (p. 7). Add Shadow of the Wood (p. 6) to give burned towers a path to victory.

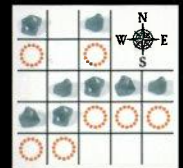
PLAY

Players take their turns in clockwise order. Each player's turn consists of two steps that must be completed in order; spread the blaze in the direction of the wind and take action from your tower.

Step 1: The Wind Spreads The Blaze

Choose **one empty space** orthogonally adjacent to a fire gem or the Eternal Flame in the direction that the wind is blowing and place a fire gem on it.

In the example (right), preexisting fire gems on the board are gray. If the current wind direction is SOUTH, choose ONE of the spaces with a dotted circle to place a fire gem (extending the fire one space to the south). You must extend the fire onto one space at the beginning of every turn. Please note: You are not limited to the southern half of the board.



Choose one space

If you play a card to change the wind direction during your turn, the new wind direction will not take effect until the next turn.

Step 2: Take Action From Your Tower (choose one of the following)

Play one card from your hand and take its action (see CARDS below). Place the card in the discard pile and draw a new card from the deck.

OR

Discard as many cards as you want from your hand and draw back up to your hand size. Buckets are not part of your hand.

Optional Additional Action: At any time during your turn you may play your Bucket in addition to the rest of your turn (see BUCKET AND RECKLESS ABANDON on p. 5).

BURNING A TOWER

If you place a fire gem on the orange square on the roof of a player's tower, congratulations! You have burned their tower! Their fire spotter must flee and can no longer coordinate their efforts. They no longer take turns or have a hand of cards, but may add Shadow of the Wood and take revenge as a Shadow when it is drawn (see p. 6).

As a reward for burning their tower, take all of their Action cards and combine them with yours. Discard down to your new hand size. Each time a tower is burned, everyone's hand size will increase by one. For example, if this is the first burned tower of the game, select six cards and discard the rest. All other active players draw one Action card. Everyone will now play with six cards in their hand.

Each time a tower is burned, a partial Firestorm takes place (see FIRESTORM on p. 6).

The wind cannot blow in a direction that does not affect any unburned fire towers. For example, if the red and green tower are both burned, west is no longer an option for the wind direction. If a West card is played or the die reveals a west wind (including during Firestorms), roll the die for a new wind direction. You may still use the second or third option on a West card (see below) to roll for a new wind direction or place one fire gem to the west.

GAME END

When only one player's fire tower remains, the game ends and that player wins!

CARDS

There are four different types of Action cards: wind, fire, firebreak, and water cards.

Wind Cards (gray) can be used in one of three ways.

Choose one of the following actions:

1. Change the wind to the direction indicated on the card.
2. Roll the die for a new wind direction. The new direction must be different from the last wind direction, so continue to roll the die until you produce a new direction.
3. Place a fire gem on one empty space orthogonally adjacent to a fire gem or the Eternal Flame in the wind direction indicated on the card. (Again, spaces are orthogonally adjacent if they are touching along one of the four sides, never diagonally.)

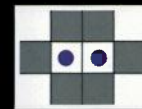
Fire Cards (orange) are used to spread fire. Place fire gems on the board in the pattern indicated on the card (you can place a partial pattern if there isn't appropriate space). At least one fire gem in the pattern must be orthogonally adjacent to a preexisting fire gem or the Eternal Flame. **Fire cards DO NOT have to be played in the direction of the current wind.**

Firebreak Cards (purple) allow you to create defensive firebreaks on empty spaces on the board, **except in your Fire Tower Area or on the Eternal Flame.** Place firebreak tokens on the board in the pattern indicated on the card, horizontally or vertically. You **must** place



all firebreak tokens included in the pattern. **Firebreaks cannot be placed orthogonally adjacent to preexisting firebreaks** (they can touch diagonally).

In the example (right), you **CANNOT** place firebreaks in any of the gray spaces, orthogonally adjacent to the Dozer Line in the center (purple).



Firebreaks prevent fire from landing on or jumping over the spaces they occupy. Firebreaks can **only** be removed using a **De/Reforest**. See below for an explanation of how the **Explosion** and the **Burning Snag** can bypass firebreak defenses.

Flare Up

In Figure A, a line of three fire gems is placed with a Flare Up (orange). At least one fire gem has to be placed orthogonally adjacent to a preexisting fire gem (gray). In Figure B, a firebreak token (purple) blocks a Flare Up placed the same way, since it cannot pass through or jump over the breaks.



Figure A



Figure B

Burning Snag

The Burning Snag is a falling tree that can be used to bypass firebreaks. In Figure C, a square of four gems is placed unobstructed with a Burning Snag (orange). In Figure D, firebreak tokens (purple) block two fire gems in the Burning Snag, but two gems can still be played. As always, at least one gem has to be placed orthogonally adjacent to a preexisting fire gem (gray).



Figure C

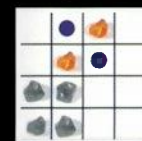


Figure D

Explosion

The Explosion replaces a preexisting fire gem with a firebreak token and surrounds that token with new fire gems (where possible). In Figure E an Explosion (orange) is placed and the center gem has been replaced by a firebreak (purple, outlined in black). In Figure F, firebreaks (purple) block four of the fire gems in the Explosion, but one fire gem can still be placed on the board (orange). Since Explosions are the only way a firebreak can be placed next to preexisting firebreak tokens, the firebreak in the Explosion (outlined in black) is orthogonally adjacent to two firebreaks.

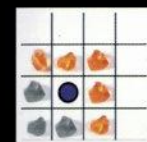


Figure E

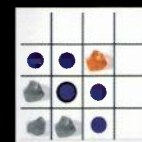


Figure F

Water Cards (blue) allow you to remove fire gems from the board in the pattern indicated on the card (the full pattern does not have to be removed). Water can pass over firebreaks. **Water cards cannot remove fire gems from the Fire Tower Area** (see BUCKET below).

Here are some specific cards that need further explanation:

Explosion is a type of fire card. Replace any existing fire gem on the board with a firebreak token and place fire gems on all of the eight spaces surrounding it that are **empty**. Explosions are the only way a firebreak token can be placed orthogonally adjacent to a preexisting firebreak. They can also result in a firebreak being placed inside the Fire Tower Area.

Ember is a type of fire card. Move any one fire gem on the board to any empty space on the board that is orthogonally adjacent to a preexisting fire gem. Embers cannot remove a gem from a Fire Tower Area.

Smokeyjumper is a type of water card. Choose an existing fire gem and extinguish any fire gems in the eight surrounding spaces. The fire gem in the center must remain on the board.

BUCKET AND RECKLESS ABANDON

Your **Bucket** is the **only card** that allows you to remove fire gems from within your Fire Tower Area. Each player has one Bucket that can be played once during the game (Buckets are not part of your hand of Action cards). Play your Bucket as a free action in addition to the rest of your turn. Flip over your Bucket once it is used. The Bucket must extinguish at least one fire gem in the Fire Tower Area, but can extend beyond it.



Bucket

When your Bucket is empty **and** there is at least one fire gem in your Fire Tower Area, you enter a mental state called **Reckless Abandon**. When you are in this state you have a new ability. You can discard a set of three water cards (blue) **or** three firebreak cards (purple) to place two fire gems

on the board. You must place each gem in a empty space orthogonally adjacent to another fire gem. The two gems **do not have to** be placed together, but they **can be** built off each other. Then draw back up to your hand size. Reckless Abandon may be used once per turn and counts as the action phase of your turn. You cannot play a card in addition to using Reckless Abandon.

EVENT CARDS

Event Cards (with a star in the bottom left) must be played immediately when drawn, regardless of turn order. Discard the card and draw back up to your hand size. **Firestorm** should be included in every game, but can be removed from the game for beginning players. **Shadow of the Wood** and **Mutual Aid** are optional. If multiple Event cards are drawn at once, resolve them in the order that they were drawn. Once one Event is completed, move on to the next Event.

A **Firestorm** is when a fire becomes so powerful that it creates its own wind system. Cut the Firestorm into the deck after each player has been dealt their five cards during setup. When the card is drawn, take the following actions:

1. Roll the die for the Firestorm wind direction (it **can** match the current direction).
2. Place a fire gem on **every empty space** orthogonally adjacent (touching along one of the four sides, but never diagonally) to every fire gem on the board and the Eternal Flame in the Firestorm wind direction.

In the example (right), the Firestorm is east. Fire gems (orange) are placed in every empty space directly east of the preexisting fire gems (gray). A firebreak (purple) blocks one gem.

3. Roll again for a new wind direction (it **can** be the same as the Firestorm wind direction).
4. Each player may discard as many cards as they choose from their hand and then draw back up to their hand size, starting with the player who drew the Firestorm.
5. Resume normal play with the new wind direction (the Firestorm should not affect turn order).

When a player's tower is burned, they get immediate revenge, and a partial Firestorm takes place. Follow steps 1-3 each time a tower is burned, and resume normal play with the new wind direction.

Mutual Aid (optional) is shuffled into the deck after cards have been dealt and before cutting in the Firestorm. When you draw the card, immediately choose one of the following actions for **every player to take**:

1. Place a fire gem orthogonally adjacent to an existing gem or the Eternal Flame. Fire gems added during Mutual Aid cannot be placed orthogonally adjacent to each other.
2. Place a firebreak token on the board (follow firebreak placement rules).
3. Discard exactly three cards (no more and no less) and draw back up to your hand size.

Starting with you, every player will then take your chosen action in turn order. For example, if you choose Option 2 (place a firebreak), every player must place a firebreak. If any towers are burned, resolve after Mutual Aid concludes (this could result in a tie).

The **Shadow of the Wood** (optional) is the vengeful spirit of burned towers. To incorporate it, shuffle the card into the draw pile when the first tower is burned. If a subsequent player's tower is burned and Shadow of the Wood is in the discard pile, shuffle it back into the draw pile. When this card is drawn, players with burned towers play as Shadows. Each Shadow must choose one of the following actions in turn order:

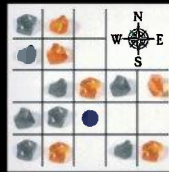
1. Pull a card at random from each active player's hand, and play one of them. Discard the others. If you pull a set of three firebreak or three water cards, you may use them to



Reckless Abandon



Firestorm



Mutual Aid



Shadow of the Wood

play Reckless Abandon. Active players draw back up to their hand size.

2. Roll the wind die three times. Each time you roll, you must place one fire gem orthogonally adjacent to a fire gem on the board in the direction indicated on the die. This does not change the current wind direction.

If your tower is burned during the Shadow of the Wood Event, discard your hand. All active players increase their hand size by one. A partial Firestorm takes place as usual. Then the Shadow who burned your Tower takes another action from the Shadow of the Wood card. **If the Shadows burn all active towers during Shadow of the Wood, they win the game!**

TOWER ABLAZE

When a Tower is burned, remove the fire gems from that tower and lay the Tower Ablaze card on top of the tower, burning side up. The tower is now permanently burning, and you may spread the fire from it. The other side of the card shows a forest. When setting up for a two or three player game, lay the cards on top of unmanned towers to enjoy a pristine forest during your game.



Tower Ablaze

CHAMPION OF THE WOOD (optional)

When you win a game of Fire Tower, gain the Champion of the Wood card. It grants you a bonus power in the next game. If you win a game while in possession of Champion of the Wood, flip it over to reveal the Grand Champion and an additional player power. If you lose a game, you must give the card to the new winner.



Champion of the Wood

TEAM VARIANT (an alternative option for four players)

Sit diagonally across from your partner and protect both of your towers from your opponents. A team wins by burning both of their opponents' towers. Set up and play are the same, except that if your tower is burned, you are not removed from play. Therefore, you do not give away your cards, no one's hand size increases, a partial Firestorm does not take place, and you continue to play as before. You can use your Bucket to defend your teammate's tower, even after your tower is burned, but you must use it on your turn.

SAMPLE PLAY

The die reveals a north wind, so Player 1 starts and places a fire gem north of the Eternal Flame. She then plays a Flare Up and places three fire gems toward Players 3 and 4. She draws a card.

Player 2 places a fire gem north of the Eternal Flame. The north wind can be used against him, so he plays an East card to roll for a new wind direction. He rolls the die and it lands on west. He draws a new card.

Player 3 places a fire gem west of another fire gem on the board, close to Player 4. He then discards four of his cards and draws four new cards.

Player 4 places a fire gem to the west of Player 2's gem. She then plays a Scratch Line, and places two firebreak tokens on the board near her tower. She draws a new card.



Token placement from sample play shown above. Each number corresponds with the player (e.g. Player 1 is 1).

If you need help clarifying the rules, please contact us at runawayparade@gmail.com.

We want to see your victories! Post your photos and tag us on social media @RunawayParade.

FREQUENTLY ASKED QUESTIONS

How many fire gems do I place in the wind direction at the beginning of my turn? Just one. Unless there is no available space on the board, you must place a single gem on one space in the current wind direction at the beginning of every turn.

Does the wind change every turn? No. After setup, the wind can only be changed using a wind card or during a Firestorm. So if the wind is north, players place a gem to the north each turn until a card changes the wind. Don't roll the wind die at the start of each turn.

Can I place firebreak tokens next to each other? No. You may not place firebreak tokens next to any firebreak tokens that are already on the board. They may touch diagonally, but not orthogonally. This makes it impossible to build an impenetrable barrier around your tower.

Explosions are the one exception. They allow you to replace a fire gem with a firebreak token. This token can be placed anywhere there is a gem, even if it is next to another firebreak token. Explosions can also lead to a firebreak token being placed inside a Fire Tower Area.

Do fire cards have to be placed in the direction of the wind? No. Fire cards are independent of the wind direction. They can be played in any direction.

Can I play my Bucket if it isn't my turn? No. Buckets can only be played during your turn. If the fire reaches your back corner before your turn, you will not have a chance to play your Bucket.

Is there any way to remove fire from within my Fire Tower Area, besides my Bucket? No. Only your Bucket can remove gems from within the Fire Tower Area.

Do Event cards get shuffled back into the deck once the draw deck is depleted? Yes. Because of this, they may come up more than once per game.

Can I place a Smokejumper on a firebreak token? No. The center gem of a Smokejumper must be a fire gem, not a firebreak token.

WALL OF FLAME

Below we'd like to honor our Wall of Flame inductees for their generous contributions.

Adam Michaels • Alex & Bill Gurski • Alexander Wylomanski • Andrew Toth • Arthur Mezzo
Ary Zack • Ash • Ben Chang • Beth Finn & Robert Stein • Brandon Chace • Brandon Taylor
Brian Kaye • Bryan Whalen • Calvin Lai • Carlo Gozzi • Chad Carlson • Charles & Gregory Lynskey
(Fire Tower Road) • Dirk Healy • DoltishPanda • Duncan Martin, son of Dan • Elizabeth Goldstein
Evan Wilbert • Gea Chong Jin • Greg Adkins • Greg Krupp • Hank Yarn Bundle Compi
Hannah Merry Marlin • Henry Van Der Laar • Jacob Ohlhausen • Janice Ruell & Steve Mongeau
Janice Blum • Jason Burchfield • Jason Graves • Ellen Ruell & Jay Himmelstein • Jeff and Sandy
Jeffrey Piscitello • Jesse Alexander • Jesse Bouchard • Jim Cotroneo • Joe Lazauskas
Joseph Bonanno • Julia & Nate Himmelsemm • Justin "A Fellow Duke of Douglas" • Justin Childs
Kevin Bruckert • Kirchmeier Goldstein Family • Lee Alburger • Lee Pacheco • Legacy of Play
Liz Willette • Luca Mazzoleni • Marc Levitt • Margi & Steve Ruell • Mario Moretto
Mark C. Lomastro • Matt & Katie Carter • Matthew S. Sabo • Meg Patterson • Michał W. Sterzycki
Mike Wan • Mr. Castle Bravo • NAKAGAWA Kozi, Ph.D. • Nathan Greenhall • Nathan Kocaj
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Sam Meyer • Sarah Plonski • Shawn • Strangeland Games • Takuji Sugiyura • Teague Freyr Carlson
Terry Dano • The Lambert Family • Tiff & Derek • Wendy & John Doane • Zachary Farmer • Zack Fissel

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